

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (original): A method of creating an education simulation having a character for a learner to interact with, the method comprising the steps of:

providing a simulation interface through a simulation software code, wherein the character appears within the simulation interface;

providing a data storage area for storing at least one trait of the character, the at least one trait having a trait value, communicating possible statements and/or actions through the simulation interface to the learner;

receiving from the learner a selected chosen statement or action from the possible statements and/or actions;

responding to the statement or action chosen by the learner by providing a character response by the character, wherein the character response provided is determined by the trait value of the at least one trait; and,

generating new possible statements and/or actions for the learner contained within the data storage area.

Claim 2 (original): The method of claim 1 wherein the data storage area stores a plurality of character traits which together reflect a state of mind of the character.

Claim 3 (original): The method of claim 1 wherein the data storage area stores a plurality of character traits which together reflect a personality of the character.

Claim 4 (original): The method of claim 1 wherein the at least one character trait is a desire to buy a product or a service.

Claim 5 (original): The method of claim 1 wherein the data storage area is a dynamic data model.

Claim 6 (original): The method of claim 5 wherein the dynamic data model is independent of the simulation software code.

Claim 7 (original): The method of claim 1 wherein the trait value of the at least one trait is calculated by adding a previous trait value with a trait change value for the at least one trait.

Claim 8 (original): The method of claim 7 wherein the trait change value for the at least one trait is calculated by adding a previous trait change value with an effect force.

Claim 9 (original): The method of claim 8 wherein the effect force is determined by whether the learner has selected a neutral statement or action.

Claim 10 (original): The method of claim 8 wherein the effect force is determined by whether the learner has identified a problem.

Claim 11 (original): The method of claim 8 wherein the effect force is determined by whether the learner has identified a solution.

Claim 12 (original): The method of claim 8 wherein the effect force is determined by whether the learner has identified a solution after the learner has met a problem threshold value.

Claim 13 (original): The method of claim 8 wherein the effect force is determined by whether the learner has identified a correct answer.

Claim 14 (original): The method of claim 8 wherein the effect force is determined by whether the learner has identified an incorrect answer.

Claim 15 (original): The method of claim 10, 11, 12, 13, or 14 wherein the respective effect force depends on at least one predetermined value that is selectable by a designer.

Claim 16 (original): The method of claim 8 wherein the effect force is determined by a decay.

Claim 17 (original): The method of claim 16 wherein the decay is negative when the learner has positively impacted the trait value.

Claim 18 (original): The method of claim 16 wherein the decay is positive when the learner has negatively impacted the trait value.

Claim 19 (original): The method of claim 16, 17, or 18 wherein the decay has a rate and direction that are selectable by a designer.

Claim 20 (original): The method of claim 1 wherein the trait value has a minimum trait value, a maximum trait value, and a default trait value.

Claim 21 (original): The method of claim 20 wherein the trait value has a minimum limit threshold value and a maximum limit threshold value, wherein it becomes more difficult for the learner to have a trait value that reaches the minimum trait value once the trait value reaches the minimum limit threshold, and wherein it becomes more difficult for the learner to have a trait value that reaches the maximum trait value once the trait value reaches the maximum limit threshold.

Claim 22 (original): The method of claim 1 wherein the character has a learner trait value and a competitor trait value, and wherein the learner competes with a competitor, the learner attempting to raise the learner trait value and the competitor attempting to raise the competitor trait value of the character.

Claim 23 (original): The method of claim 22 wherein when the competitor trait value raises, the learner trait value is negatively affected.

Claim 24 (currently amended): The method of claim 1 wherein the at least one trait has at least one of a rate of change and a direction of change.

Claim 25 (canceled)

Claim 26 (currently amended): The method of claim 24 ~~or 25~~ wherein the rate of change ~~and the direction of change each have~~ has a minimum, a maximum, and a default value.

Claim 27 (original): A method of creating a response by a character within an education simulation for a learner, the method comprising the steps of:

providing a data storage area for storing at least one trait of the character, the at least one trait having a trait value,

receiving from the learner a chosen statement or action;

responding to the statement or action chosen by the learner by providing a character response by the character, wherein the character response provided is determined by the trait value of the at least one trait.

Claim 28 (currently amended): A system for creating a response by a character within an education simulation for a learner, the system comprising:

a data storage area for storing at least one trait of the character, the at least one trait having a trait value,

a first code segment for receiving from the learner a chosen statement or action;

a second code segment responding to the statement or action chosen by the learner received in the first code segment by providing a character response by the character, wherein the character response provided is determined by the trait value of the at least one trait.

Claim 29 (currently amended): A method of creating a data structure for a character trait of a character for a conversation based educational simulation for a learner, the method comprising ~~the steps of~~:

providing character trait data structure editing software;

creating a data structure ~~comprising~~ including creating a set of initial values for the character trait, a set of personalization variables for the character ~~which~~ that cause the character to respond ~~in a particular manner~~ to selections of the learner according to a predetermined procedure, and a set of effect values for use within the calculation of a trait value for the character trait in response to the selections of the learner.

Claim 30 (currently amended): A system for creating a data structure for a character trait of a character for a conversation based educational simulation for a learner, the system comprising:

character trait data structure editing software;

a data structure configured with the software, the data structure comprising a set of initial values for the character trait, a set of personalization variables for the character which cause the character to respond ~~in a particular manner~~ to selections of the learner according to a predetermined procedure, and set of effect values for use within the calculation of a trait value for the character trait in response to the selections of the learner.